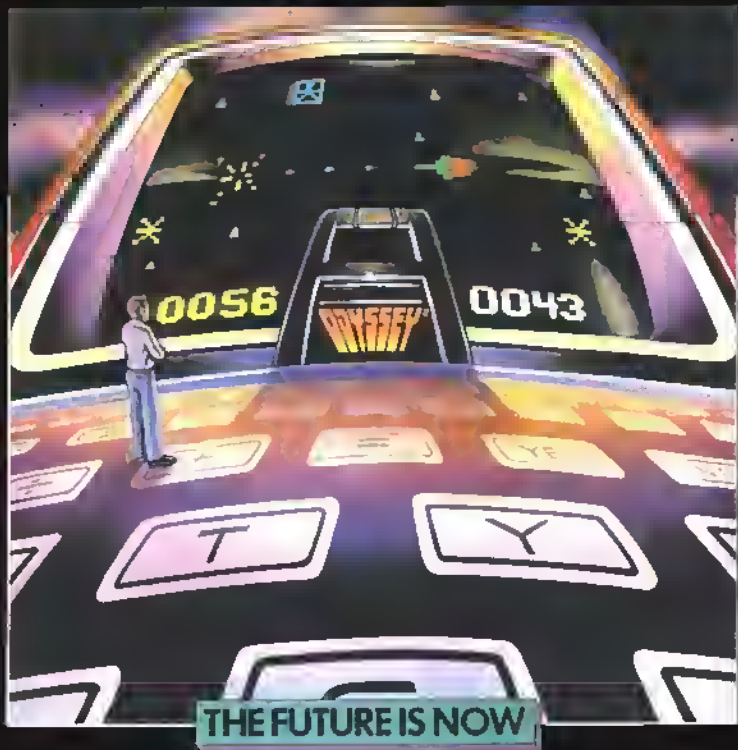


# ODYSSEY<sup>2</sup> ADVENTURE

ODYSSEY ADVENTURE CLUB MAGAZINE

SPRING 1982



## ODYSSEY ADVENTURE

Vol. 1 Spring 1982 Issue 2

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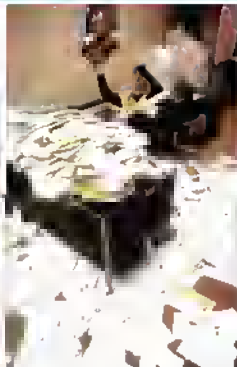
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## GRAY MATTER

**LAND'S SAKE ALIVE!** The editors have been bowled over by your response to the premiere issue of ODYSSEY ADVENTURE. You seem to like it, and we're glad. ADVENTURE is your magazine and will continue to print the kind of ODYSSEY news and information that you want!

We got letters from all over the country. We got suggestions for making ODYSSEY even more challenging. We got tips from ODYSSEY addicts who've discovered some of the secrets that lie beneath the surface of ordinary



ADVENTURE staffer Sue McLaughlin was snowed under with letters from Adventureland.

game competition — ways to gain an edge on your skill level, ways to beat the system.

The best of these, of course, will be passed on to you. As insiders in the video game world, you need all the information other members of the ODYSSEY ADVENTURE Club and ODYSSEY itself can supply.

So we continue to be eager to hear from you. Keep the tips and strategies and comments coming, and we'll continue to make your ODYSSEY adventure as exciting and entertaining as we can.

Watch for new contests, or start your own. Compete among friends, start local ODYSSEY ADVENTURE Clubs or hold family competitions.

And keep in touch. Write us at ODYSSEY ADVENTURE, 30400 Van Dyke, Warren, Michigan 48093.

## FEEDBACK

Everyone at our home enjoys playing ODYSSEY, and I know of at least eight people who bought one after they played ours. I think your magazine is really great and am anxiously awaiting your next issue as well as the new game cartridges.

Cynthia Church  
Washington, Pa.

## GRANDMA'S AN ADDICT!

I smiled through the entire "Confessions of an ODYSSEY Addict" article because I could really relate to it. I bought the game to curtail my granddaughter's almost nightly visits to the boardwalk. It worked fine. Now she's trying to curb my insatiable appetite for "just one more game" — and having no luck at all!

Jeanne Burton  
Brick Town, N.J.

Plenty of ODYSSEY Adventurers can identify with your story. Grandma Read how another ODYSSEY Adventurer curbs his appetite on page 10 of this issue.

## TRUE FAN

I would like to compliment you on your ODYSSEY cartridges and console. I have compared ODYSSEY and Atari. I think Atari can't compete.

Dannie Weldon  
Casselberry, Fla.

We have to agree with you, Dannie. We think we're the best.

## DUSTY

I would like to know if there's a dustcover available for the ODYSSEY?

Greg Tow  
Spice Island, Indiana

A dustcover would make a nice accessory. Greg, Get one by sending \$4.95 plus 50¢ postage to ODYSSEY Dustcover, 30400 Van Dyke, Warren, MI 48093.

# THE MINDS

## ASK & YOU'LL RECEIVE

I would like to know if you could send me a catalog of the ODYSSEY<sup>2</sup> game cartridges that are available?

Alan Crain  
Niles, Ohio

*All you had to do was ask, Alan! It's in the mail. Other Adventurers can receive this same catalog by sending a request to Catalog Dept., ODYSSEY<sup>2</sup> ADVENTURE, 30400 Van Dyke, Warren, MI 48093.*

## MAKING HISTORY

After playing KC Munchkin for a half hour, I made my mark on ODYSSEY<sup>2</sup> history by reaching 2,299. I find it quite a challenge to compete with everyone else's high scores I am around the country. I wonder how my scores stack up.

Steve Shapira  
St. Paul, Minn.

*Good work, Steve. Check out your score against the winners.*

## RUNNING INTERFERENCE

I am 12 years old and I am continuously playing the ODYSSEY<sup>2</sup>. One night I made 900, and my mother came and helped keep my three-year-old sister out of the way until I racked up a score of 2,298. That's when a Munchkin came out and got me.

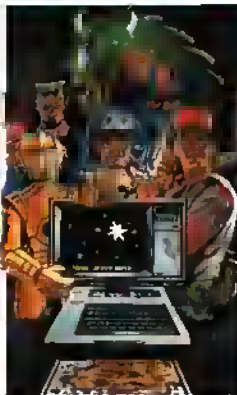
Steve (Bird) Olfert  
Brainerd, Minn.

*You've been beaten by a fellow Minnesotan, Bird...if only by one point. (See letter above.)*

## COMPLIMENTS

With all the video games on the market, I haven't seen any yet I can compare with ODYSSEY<sup>2</sup>. With my nine-year-old son playing all the time, I can't watch a bit of television. But I can play all the ODYSSEY<sup>2</sup> I want! Our favorite is The Quest For The Rings, and I keep getting eaten by those chickens which my son calls "doom-winged bloodthirsts!" It's terrific to play.

Jim Keeler  
Lucama, N.C.



## IT'S THE BEST

I bought an ODYSSEY<sup>2</sup> video game system about a year and a half ago. I am very pleased with this product.

Most games fall apart after a little while. Ours is still in perfect working condition after a year and a half.

Most good TV games cost a fortune and you need to buy extra parts in order to play some of the games. ODYSSEY<sup>2</sup> comes with everything needed to play all of the games. I like that. Another point I like about it is that it's cheap, compared to other systems.

All and all, I think your ODYSSEY<sup>2</sup> is the best video system in its price range.

Bryan French  
Bonita Springs, Fla.

## MORE GAMES, PLEASE

I love the ODYSSEY<sup>2</sup> games. My friends and I would like to see chess, checkers, backgammon, gin rummy, and tic tac toe games. But I like ODYSSEY<sup>2</sup> anyway.

Tracy Evans  
Baytown, Tex.

*Thanks for the suggestions, Tracy. ODYSSEY<sup>2</sup> designers are constantly working on new games. Read the article "The Future Is Now" on page 5 of this issue and it'll give you a good idea of the great things in store for you.*

## HOW TO JOIN

I would like some information regarding joining in the ODYSSEY<sup>2</sup> ADVENTURE Club. I am very anxious to enroll and become a member.

William Fung  
Abbeville, La.

*Welcome aboard, William. Just send a check or money order for \$3 to Subscriptions, ODYSSEY<sup>2</sup> 30400 Van Dyke, Warren, MI 48093. That'll make you an official member of the Club, plus you'll receive four quarterly issues of ODYSSEY<sup>2</sup> ADVENTURE magazine.*

## HELP!

I received my ODYSSEY<sup>2</sup> for Christmas and the action button on the right-hand controller doesn't work. What should I do?

Richard Phillips  
East Lansing, Mich.

*Our advice, Richard, is that you write the Magnavox ODYSSEY<sup>2</sup> Service Center located nearest you. Here is a list of those centers:*

**LOS ANGELES CENTER**  
Magnavox Consumer Electronics Co.  
2649 Maricopa Street  
Torrance, CA 90503

**CHICAGO CENTER**  
Magnavox Consumer Electronics Co.  
7500 Frankage Road  
Skokie, IL 60076

**ATLANTA CENTER**  
Magnavox Consumer Electronics Co.  
1898 Leland Drive  
Marietta, GA 30067

**CLEVELAND CENTER**  
Magnavox Consumer Electronics Co.  
24092 Detroit Road  
Westlake, OH 44145

**NEW YORK CENTER**  
Magnavox Consumer Electronics Co.  
159 East Union Avenue  
East Rutherford, NJ 07073



# THE FUTURE IS NOW

**W**e're all fascinated with the idea that science fiction writers may not be writing fiction at all. One day they're spinning tales about rocketships to the moon, the next a space-suited American's planting a flag in a lunar crater.

One day a brilliant scientist figures out a way to make funny little blips shoot across a television screen, the next there's an electronics revolution going on that's combining the excitement of sports, space travel, financial competition, and simply amazing entertainment and handing it over to the general public.

The things we fantasized about a couple of years ago are at our fingertips today.

There's no doubt about it. This is the Age of Electronics and we're in the midst of an electronics game boom. ODYSSEY<sup>2</sup> has been right in the forefront.

We've been perfecting and developing some little items called microprocessors and semiconductors which have made the magic of ODYSSEY<sup>2</sup> possible. They are why you can play a seemingly endless number of games, develop your mental skills, and fill your days with interesting and entertaining fun.

The microprocessor — or chip, as it is called — is essentially a computer which has been photographically reduced in size until it is about half the size of a dime. It can make about 20,000 decisions per second. Semiconductors are the microscopic highways of photoetched silicon which take electronic messages through the chips.

Imagine these as superhighways, where great speeds are reached and where the chip "brain" can order impulses at incredible speeds.

Engineers and computer geniuses at ODYSSEY<sup>2</sup> have delved deeply into the world of the microprocessor, so that more and more

cartridges offered are sophisticated and astounding in their versatility.


"ODYSSEY<sup>2</sup> made a decision to produce a video system that is unique," reports *Electronic Games* magazine, "and they've stuck to it."

With each new game we're seeing a true progression. Take a look at *Conquest Of The World*. This game becomes extremely exciting with its good graphics and a layering of excitement on all different levels. Unlike arcade games, each new game shows more and more potential."

*Conquest* and other games in the Master Strategy Series — *The Quest For The Rings* and *The Great Wall Street Fortune Hunt* — could become classics in video game history. The magazine predicts.

Certainly, ODYSSEY<sup>2</sup> isn't stalling in its march toward the future.

What's scheduled for this summer is more exciting, still.



Within the year, says Linda West Schumann, your ODYSSEY<sup>2</sup> mainframe will be talking to you. This is the year of voice synthesis at ODYSSEY<sup>2</sup>.

Schumann, who is product planning manager at ODYSSEY<sup>2</sup>, says we will be able to purchase a futuristically designed adapter that fits the current mainframe. It will slip stylishly into the cartridge port — adding to the contemporary design of the unit — and will allow us to insert talking game cartridges. They will be complete with special effects — dogs howling in the night, shots ringing through space and even talking characters.

Someone's in trouble on the screen and they'll scream, "Help me!"

You're close to knocking out a whopper of a score and your ODYSSEY<sup>2</sup> will encourage you by telling you, "Go for it!"

Imagine, then, the possibilities for future games, and think awhile about the potential for educational advantages.

The creators of ODYSSEY<sup>2</sup> are thinking about these things all the time. Rest assured.

As the wizards of science and computer programming become more familiar with the potential of the electronic world that surrounds them, they are making bold new steps in

improving the graphics, the playability, the sound and the levels of challenge.

So today you click your new UFO cartridge into the mainframe and you have before you a game that can be played on all levels by all members of the family.

What other recreation can hold the interest of people of all ages and allow them to compete on the same level in areas they never dreamed they might excel.

Sociologists say this phenomena is bringing families back together. And the letters we've received from ODYSSEY<sup>2</sup> fanatics all over the country bear them out.

A mother who says it had been a long time since the whole family could sit around and enjoy each other's company for a whole evening, and laugh and compete and look forward to more of the same.

A grandfather who bought his grandkids each an ODYSSEY<sup>2</sup> main-

frame for Christmas, tried it himself and knew right away he had to have one. Now the family has tournaments that include three generations of ODYSSEY<sup>2</sup> adventurers.

"Let's face it," one industry observer noted recently, "this is a hobby to a great many people just as stamp collecting might be. But some day, it will be part of our culture — something that everyone does."

ODYSSEY<sup>2</sup> is serving well to entertain thousands of people and to educate many, too. ODYSSEY<sup>2</sup> Adventurers are not only enjoying the increasing challenges of competition, they are subtly preparing themselves for the futuristic Age of Electronics.

Where that's going, no one but the real geniuses who operate in microprocessors and semiconductors can tell. Even they are surprised by the potential of their field.

ODYSSEY<sup>2</sup> has helped to thrust us all into what we used to think was the future — a world of excitement, adventure, competition, skill and learning.

Sure there's a bright future in video gaming at ODYSSEY<sup>2</sup>. And meanwhile, we have to believe the future is now, too.

**H**ave you heard the one about the out-of-town pedestrian who stopped a native New Yorker and asked, "How do you get to Carnegie Hall?"

"Practice!" the New Yorker replied. "Practice!"

That official answer applies, too, to success and high scoring at ODYSSEY<sup>2</sup>. Practice, concentration and agility seem to be high on the list of the qualities the best ODYSSEY<sup>2</sup> Adventurers possess in racking up the kinds of scores that win prizes and recognition from other competitors around the country.

The simplicity of the ODYSSEY<sup>2</sup> system can be deceiving. In order to soar with the real high fliers in video game competition, you'll be best to follow a simple set of basic rules and tricks — strategies, we call them.

Here are some that are real musts:

**CONCENTRATE!** One Adventurer, Steve (Bird) Cleter of Brainerd, Minnesota, wrote to tell us about the day he was playing away of a phenomenal rate on his ODYSSEY<sup>2</sup> when his mom helped him out by getting his three-year-old sister out of the way, allowing him to concentrate.

Like anything worthwhile, playing ODYSSEY<sup>2</sup> deserves undivided attention. The moment you lose your mode of concentration, the machine is going to beat you, blow you up or send you into ODYSSEY<sup>2</sup> oblivion with the rest of the halfhearted gamers.

You know the controls — and that's important. Now, how do they respond to each individual game? How quickly will the laser cannon fire when you press the action button? What angle is best for approaching the enemy?

You'll build the kind of fortitude it takes to rack up high scores if you pay attention to details. And the only way to do that, fellow Adventurers, is PRACTICE!

**TAKE CHANCES!** You're alone at the controls. Nobody's looking over your shoulder to see what kind of clumsy gamer you are and what measly scores you're going to rack up as you begin to experiment with a new game cartridge.

Now's the time to target the score. Great pitchers didn't get great without looking around with new ways to grip the baseball, new angles of trajectory and new windups. Likewise, great gamers didn't get great without testing the limits of the system and finding ways to get around what seems to be a basic problem.

Adventurer Rob Slec of Addison, Illinois, found a unique way of scoring high on *Monkeyshines*. (For example, And he didn't find it in the instruction manual! It meant he had to experiment and take chances while developing his skills in the game.

Here's his method of pulverizing opponents: "Clear all the monkey bars on levels M-8, O-8, N-8, K-8, E-8 and Y-8. Enter a level at M+7. Wait on monkey bar M-7 until about 3 or 4 monkeys come in that corner. Jump for them. Press the action button and shoot them against the wall."





# E G I S

"Keep the button pressed until the bottom or when you want to stop your scoring, but don't go over 100 because your score will go back to zero."

**MEMORIZE/Deep** In the workings of the ODYSSEY game cartridges are often patterns of activity that



crop up again and again. Your job is to find those patterns and commit them to the deep workings of your Adventurer mind.

Memorize them. *Spin-Out* is a good example. The more you play the game, at low speed, first, the more you will see that there is a complex but steady pattern of traffic on your television screen.

You won't be surprised by a duo of cars ripping past you if you know in the first place that they are about to enter the screen.

High scorers in games with patterns — which, incidentally, aren't likely to repeat very often throughout the course of play — have memorized those patterns and applied them when switching into high gear.

If play action gets faster when you continue play — as many of the ODYSSEY cartridges are designed — you can be pretty certain that when the smoke has cleared and you've set a record, it's because you've seen the action coming and you've responded to it.

**BECOME THE GAME/It** took a lot of imagination to put together each of the challenging game cartridges ODYSSEY offers, and it takes a lot of imagination to excel at them.

Adventurers who enter the ODYSSEY world with the same kind of enthusiasm it took to create the various game cartridges will be most successful in mastering the game.

Take, for example, Adventurer David Dalton of Brooklyn, New York, who sent us the following strategy for playing *The Quest For The Rings*:

"Your fighter and Wizard are in the bottom of the dark dungeon. The tenth ring lays just ahead. As your Wizard is running to grab it, a Spynoth Tyrantulus drops down in front of him. Your Wizard is zapping the Spynoth while the fighter is guarding the rear. You curse under your breath as you do battle, realizing that it's only a matter of time. Is there nothing that can be done? Fortunately, there's a solution.

"Allow the Wizard to be gobbled up. After the Spynoth starts diving and before the Wizard is gone — get him with the sword. They will both go to the right of the screen, allowing clear passage to the ring."

David, we applaud your ability to become the game. By doing so, you've obviously taken a major step toward master play.

Strategy, you see, is essential to the art of ODYSSEY video game competition.

Sure, there's no need to take on the games as if they're work. ODYSSEY is fun — from start to finish — but to plunge into the world of the masters will take the same kind of technique and skill. It takes a dynamite musician to make it to Carnegie Hall,

**PRACTICE**



Math-A-Magic



Invaders From Hyperspace



Thunderball



War Of Nerves



Showdown In 2002 A.D.



Wall Street Fortune Hunt



Football



Rocked Billards



Scrabble



Hockey



Basketball



Bowling



Baseball



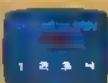
Pachinko



Cokeo Slot Machine



Dynasty



Echo



CryptoLogic



Take The Money And Run

# THE RESULTS ARE IN!

HERE ARE ADVENTURERS WHO EXCEL IN THE EVER-CHALLENGING WORLD OF ODYSSEY? THEY ARE THE WINNERS IN OUR FIRST HIGH SCORE COMPETITION.

**T**his challenge to beat the high score of other ODYSSEY fans around the country brought astounding results. You're not only great and dedicated players, your numbers are many. People of all ages were competing — fathers against daughters, mothers against sons, grandparents against grandkids. It was a nationwide battle of wits, dexterity and, of course, great hands. So yes — THE RESULTS ARE IN, but the war is still raging. Add your high score to ODYSSEY? ADVENTURE competition number two. See the entry blank in this magazine. [Meanwhile, here are the winners.

## SPEEDWAY

Robby Kumar	11,033
Gendale, Calif	
Scott Polak	9,979
W. Sonoma, N.Y.	
Peter Harrison	8,420
Hawthorne, N.Y.	
Eric David Payne	5,322
Channah, Ohio	
Brian Jay Butler	5,110
Pa	



Speedway

## COSMIC CONFLICT

Michael Spauldie	632
Niles, Ill.	
Len Brackit	629
N. Ridgeville, Ohio	
Jim Stusser	628
Dover, Ohio	
Thomas E. Canon	627
Manchester, Md	
David Sorelle	626
Amsterdam, N.Y.	
Mike Gilreath	626
Bellvue, Nebor	



Cosmic Conflict

## LAS VEGAS BLACKJACK

Craig Crazen	61,620,331
Flushing, Mich	
Marvin M. Olson	1,069,994
Grand Caulee, Wash.	
Rod Yllesman	628,441
Gardner, Kans	
Akira Escamilla	352,789
Scottsbluff, Nebr	
Brian Siewczyk	198,000
Adams, Mass.	



Las Vegas Blackjack



Alien Invaders Plus

## ALIEN INVADERS PLUS

Jay Garrett	10 to 0
Temple, Tex.	
Mike Richardson	10 to 0
Anderson, Ind	
James Pelacquin	10 to 0
Greenfield, R.I.	
Bradley Sloan	10 to 0
McDonald, Ohio	
Iray Don McGee	10 to 0
West Jordan, Utah	
James D. Howard	10 to 0
Forest Hills, N.Y.	
Matt Ruff	10 to 0
Springfield, Ohio	
Shane Lunan	10 to 0
West Carrollton, Ohio	
Debra O'Connell	10 to 0
Ozceda, Mich.	
George Priksky	10 to 0
Middleburg, Ohio	
Chad N. Stanton	10 to 0
South Bend, Ind.	
Eric C. Anderson	10 to 0
Woodbridge, Va	
Joseph Gueschou	10 to 0
Carleton, Mich	
Chris A. Kent	10 to 0
Akron, Ohio	
Russell E. Harris Jr	10 to 0
Dickson, Tenn.	
Steven Ellman	10 to 0
East Brunswick, N.J.	
Anthony Torres	10 to 0
Cypress, Calif	
David Brown	10 to 0
LaPorte, Ind	
Iray Jorgenson	10 to 0
Mesa, Ariz	
Steve Douglas	10 to 0
Chaucers, Ohio	
Scott Springs	10 to 0
Brooklyn, N.Y.	
Nancy Pope	10 to 0
Miter Place, N.Y.	





Armageddon Encounter



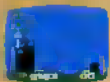
Subchase



Volleyball



Electronic Table Soccer



Helicopter Rescue



Out Of This World

**K.C. MUNCHIE**

Stephen E. Bares Philadelphia, Pa.	9,999
Dale Kantano Kalamazoo, Wash.	9,999
Dietel Rodike Chicago, Ill.	9,999
Joshua Saltz Stony Brook, N.Y.	9,999
John L. Parker Stuart, Fla.	9,999
Laura Panglitan Ridgely, Tenn.	9,999
Philip Waites Laurel, Miss.	9,999

**BOWLING**

John Remond Siloam, La.	300
Mark Niquette Kaukauna, Wis.	300
Michael Deavers Enterprise, Ala.	300
Matt Williams Seymourville, Mich.	300
A. D. Jacobs Glencoe, Ala.	300

**GOLF**

Irvn A. Puhom Troy, Ohio	28
A. D. Jacobs Glencoe, Ala.	28
Doyle Schrader Ft. Madison, Iowa	30
James H. Grissom St. Marys, Ohio	30
Robert L. Kuywath, Jr. Cincinnati, Ohio	31
Shawn Goodin Milton, Fla.	31

**LOGIX**

Robert L. Kuywath, Jr. Cincinnati, Ohio	3 titles
Mark Salt Los Angeles, Calif.	5 titles
Carla Johnston Streator, Ill.	6 titles



Spin-Out

**SPIN-OUT**

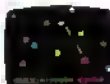
Michael Barry Dearborn, Mich.	13 seconds
Eleva Thoms Steeleye, Minn.	15 seconds
Bob Traylor Pittsburgh, Pa.	15 seconds
Sidney Rogers Houston, Tex.	16 seconds
Brad Panson Edmond, Okla.	17 seconds

**MONKIESHINE**

Dave Dahlin Summer, Wash.	173
Mark Ferguson Houston, Tex.	124
David Omerod Middletown, Ohio	108
Brad Simon Wellesley, Mass.	100
Jean-Paul Leonard Langwood, Fla.	100

**UFO**

Kenny Jordan Southgate, Mich.	7,592
Jamie Hoyer Slovak City, Iowa	4,448
David Graber Livermore, Calif.	1,878
James Hudson Perry, Utah	1,535
Dennis Noggle Sterling, Va.	1,362



UFO

**HELICOPTER**

Jared Jordan Southgate, Mich.	11
Rock Parishian New Hyde Park, N.Y.	8
Ron Frankbunser Bethel, Minn.	8
Robert Antolick Bethlehem, Pa.	8
Thomas Blais Newport, Vt.	7
Dave Lockner Whitehall, Pa.	7

**SKIDS DOWNHILL**

Keith McCann Pittsburgh, Pa.	10 seconds
Robert L. Kuywath, Jr. Cincinnati, Ohio	13.7 seconds
Green Shabolt Willingboro, Conn.	13.3 seconds
Joseph W. Layton Lawton, Okla.	13.7 seconds
Eric Nore Elgin, Ill.	13.7 seconds

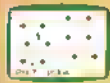
**THUNDERBALL**

Scott Polak W. Seneca, N.Y.	8,774,660
John Wedding Carming, N.Y.	2,008,050
Robert E. Dawson York, Pa.	1,429,670
Nancy Onora Lansdale, Pa.	997,330
Tim Armstrong Tulahoma, Tenn.	879,600

**BLACK OUT**

Chris Holt Reading, Pa.	8 seconds
Dan Lambert Mechanicsburg, Pa.	8 seconds
Robert Kuywath, Jr. Cincinnati, Ohio	10 seconds
Josh Truax Fridley, Minn.	11 seconds
John Sabalkauskas, Jr. Omaha, Neb.	11 seconds

**EDITOR'S NOTE** To intensify high score competition, we are eliminating Alien Invaders Plus from future contention. Also, in any game that has variations (especially K.C. Munchies), indicate which variation you've used (which maze in K.C. Munchies, which level in Bowling) or your score will not be counted. To enter the high score competition, photos of scores must be sent.



Alpha Sling



Camouflage Golf



Free Golf Your Number



Matchmaker



Logo



Memory



The Quest For The Grail



Blackout



Breakdown



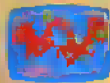
Computer Intro



MonkeysHines



Keyboard Operators



Conquest Of The World

# CONFESSIONS OF AN ODYSSEY<sup>2</sup> ADVENTURER

BY MIKE EPSTEIN

**O**DYSSEY<sup>2</sup> for Bob Dumas has added a new twist to ODYSSEY<sup>2</sup> dedication. He is a traveling sales-  
man who takes his mainframe with him whenever he goes on the road.

Dumas found that being away about six months out of 12 can be pretty boring unless you find useful and fun ways to fill your time after work. If ODYSSEY<sup>2</sup> was fun around the house, he figured, why wouldn't it be fun elsewhere?

But part of the excitement of the games is sharing them with others. Dumas, who is 30 and lives in Massachusetts, competes with his wife for high scores when he's home. "We really like the attention to detail that ODYSSEY<sup>2</sup> puts into the games," he says.

On the road, though, that competitive edge was missing until Dumas decided to share his fun with others.

He takes his mainframe and as many cartridges as

he can carry to orphanages, nursing homes and homes for the mentally impaired. After a hard day at work, he says, it's a good way to relax. Take this visit he made to a nursing home, for instance:

"It was the first time I brought the game there. We were playing all sorts of different games and the residents were having a great time. When we played space games, they talked about the astronauts landing on the moon, and they reminisced about Lindbergh's flight. Everything was going great until this crusty old gentleman in his 90s ambled in and started complaining that he couldn't watch his favorite program on TV."

Dumas didn't want to start an argument, so he started chatting, instead. He quickly found out that the man had once been a champion bowler and asked if he wouldn't like to bowl a few games on the ODYSSEY<sup>2</sup>.

"It was amazing. He got right back into it as soon as

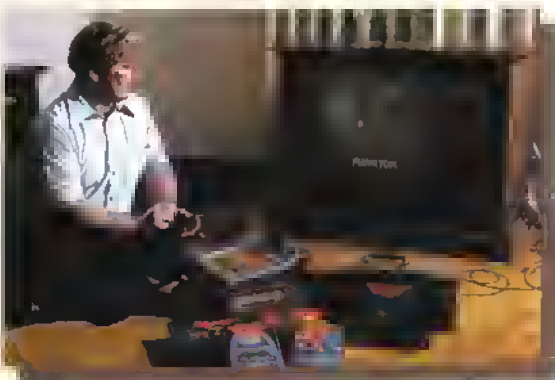
I put in the cartridge and showed him how to use the joystick. Suddenly, he was a champion bowler once more."

Kids, too, react quickly to ODYSSEY<sup>2</sup>. Dumas' regular visits to orphanages and homes for mentally impaired children have proved that. "The game teaches kids to program on a very simple level," he says. "They are learning to use a keyboard to actually put something of their own onto a television screen. Doctors and nurses have been amazed at the results. And they were pretty skeptical when I started."

"I just figure that ODYSSEY<sup>2</sup> bridges a gap between people. It's easy to use, it's fun, and yet it's imaginative."

"And it gets people thinking and talking. That's important."

*Editor's note: ODYSSEY<sup>2</sup> thinks it's important, too. We are donating a mainframe to Bob Dumas' favorite orphanage.*



# COMING UP

The editors of ODYSSEY<sup>2</sup> ADVENTURE value the creative suggestions you've made about the kinds of games and cartridges you'd like to see from ODYSSEY<sup>2</sup>. We're working all the time to bring you new challenges. Your letters tell us that you seem to like the job we're doing.

Keep your comments rolling in.

Meanwhile, here's what's new, or coming from ODYSSEY<sup>2</sup>:

## MASTER STRATEGY SERIES

A line of Advanced Games that thus far includes the award-winning superb hit *The Quest For The Rings*, and the graphic game of strategy and tactical confrontation, *Conquest Of The World*. Comes on strong once again with the true-to-life game of finance...

### THE GREAT WALL STREET FORTUNE HUNT

— third in the dynamic Master Strategy Series.

*Fortune Hunt* is an authentic computerized model of the real investment world. As in all Master Strategy Series games, *Fortune Hunt* players (one or more) set up the strategy on the game board and play the action on the screen.

The action is as swift as roulette and as real as action on Wall Street in this exciting game of high finance. You start with \$100,000, and your objective is to make more money than any other player. A special expanded memory cartridge turns your ODYSSEY<sup>2</sup> into a realistic computer model of the fast-moving and unpredictable investment world.

The latest market quotations flow across your television screen. The prices of stocks, bonds, gold, options, T-bills and real estate fluctuate in direct relationship to the latest news flashing in from all parts of the globe.

The sensitivity of different kinds of investments to different kinds of news is graphically portrayed on a totally new kind of game board. It gives you the information you need to enter buying and selling decisions into the computer keyboard of your ODYSSEY<sup>2</sup>.



*The Great Wall Street Fortune Hunt* is a fun game and serious learning tool that can be played at many levels. If you're new to the market, start with simple trading. The computer will keep track of your investments and perform all the calculations. When you're ready, graduate into buying on margin and get into options. It's all here! Full sync-sound action. The hunt is on!

## THE CHALLENGER SERIES

You've rocked 'em, socked 'em and aped 'em in this popular Challenger Series of games that includes *UFO*, *Monkeyshines*, and *Freedom Fighters*.

*Freedom Fighters* is all new in the Challenger Series.

Simply, the object is to rescue prisoners of the Pulsars from deep-space confinement crystals. And it works like this:

You command a star ship of the Earth Federation Rescue Fleet. Your mission is to free your captured comrades from the Pulsar Empire's deep-space confinement crystals.

They are guarded by Pulsar warships that attack you with constellations at hunter-killer drone minds. Unique space conflict simulation!



One joystick will activate the conventional space drive, or use the other to work your spacecraft through hyperspace.

This amazing new game includes advanced digital scoring with memory that displays high player's name and score as well as current player's score.

Full sync-sound action. Any number can play.

## PICK AXE PETE

Keep an eye out, around June 1, for the introduction of still another addition to the latest creation in action from ODYSSEY<sup>2</sup> — a fifth grand slam in the Challenger Series — *Pick Axe Pete!*

Pete's in grave danger while mining for gold in the Misty Mountain Mine. If he wants to survive, he has to jump and dive to avoid being smashed by giant gold nuggets that come rolling from all directions.

He takes journeys through mine shafts that bring him to new dangers and more difficult action.

*Pick Axe Pete!* gets more difficult the longer you play, and it comes complete with full sync-sound action and great animation.

This one's another sure winner in the Challenger Series that includes *UFO*, *Monkeyshines*, and *Freedom Fighters*.

Watch for it at your ODYSSEY<sup>2</sup> dealer.

## EXTRA, EXTRA!

So, now you have an idea of what you can expect from ODYSSEY<sup>2</sup> Adventureland during the coming months, but let us assure you, this isn't all that's coming.

By summer, you will be able to adapt your ODYSSEY<sup>2</sup> mainframe with a futuristically designed voice synthesizer. It will attach to and become a functional part of the mainframe.

Then, you will be able to purchase ODYSSEY<sup>2</sup> cartridges that will talk back to you during play.

For more information on this wonderful addition to the ODYSSEY<sup>2</sup> system, and for a general view of what's coming from ODYSSEY<sup>2</sup>, read this issue's cover story, "The Future Is Now."

# TIPS

## FROM THE EXPERTS

In our premiere issue, we asked you to send the personal tips and strategies you've developed while improving your ODYSSEY<sup>2</sup> skills.

**WHEW!** You took us for our word. Reading these letters is proof that there are plenty of sharp minds operating in ODYSSEY<sup>2</sup> Adventureland. And the staff here thinks it's great that so many are willing to share their "inside info."

While space doesn't permit us to include every tip we've received in this issue, we do hope you find the ones we've selected interesting and helpful and that you continue to pass them along.

**BASEBALL** — When the ball is thrown back to the pitcher, press the action button the instant he catches it. Your bat will then be stopped in a bunt position.

**THE QUEST FOR THE RINGS** — If Warrior "swords" two or more Orcs or Firewraiths quickly, they sometimes land on each other at the side of the screen and cannot move until "swarded" again.

Jeff Pta  
Stamford, Conn.

**ALIEN INVADERS-PLUS** — From left to right, shoot the guns in the following order: row 5, row 6, row 8, row 3, row 2, row 1, row 4, and row 7. Then, shoot the rest of the robots.

Another tip: Hit the robot first, instead of the gun. Don't worry about that gun firing at you because there's no robot behind it.

Michael Carnes  
Milford, N.H.

**TAKE THE MONEY AND RUN** (Strategy) — If both players go up to the top, have their heads bump the top barrier and they're facing the same direction and one runs into the other, they will connect and slide across the screen and go through the wall and end up in their starting position. Watch out, if there is a red guy there, he will get one of you.

Thomas Bryan  
Medford, Mass.

**WALL OF NERVES** — If you are directly on top of one of your robots, you can't be captured (only when you are on top of it).

Koith Bodzuch  
Fairless Hills, Pa.



**SPIN-OUT** — While waiting at the starting line, the red car can cause the opponent to spin out by simply nudging the opponent's car.

**CRYPTO-LOGIC** — Use a zero instead of the letter "o" and it often adds a half dozen tries to the opponent's score.

Ken Rubatzky  
Barrington, Ill.

**K.C. MUNCHKIN** — Not only does the overall speed of K.C. Munchkin increase as you rack up points, but an added challenge is "hidden" in the program. You must ensure that your Munchkin's jaws actually close on a Munchie before it can be devoured. This technique requires timing as you race around the maze, particularly at the higher speed levels.

The Editors

**THE QUEST FOR THE RINGS** — When your opponent is being eaten by a Spider or Bird and you are a warrior, hit the opponent with a sword. The Spider or Bird will appear on the right-hand side of the screen.

**TAKE THE MONEY AND RUN** — Here's a way to make the robots unable to catch the man. When the robots are chasing you, make the right-hand player's back turn toward the decreasing money. Next, move on top of the right-hand player

and jump on the ground and it will be pulled inside the money and cannot be caught by the robots. Then, have the left player go to the left side of the screen. Bounce him against the wall. The robots will chase but will not be able to catch.

Greg Prochacki  
Erie, Pa.

**MONKEYSHINES** — After "catching" a monkey, move your player to the bottom line or "floor" at the screen. Move your joystick to the lower middle position. Press the action button and the score will go up very fast until the monkey leaves. I usually get 10 points for each maker.

Daren Haven  
La Porte, Ind.

**ALPINE SKIING** — You can cheat on your score. If you stop your skier before the finish line and let the seconds go to 99. The timer will start at 00 again, and you can move your skier past the finish line with a very low score.

**INVADERS FROM KYBERSPACE** — The middle planets of each circle cannot be blown up when you run into them.

David Ellis  
Burlington, Mass.

**THUNDERBALL** — Increase your chances of intercepting the ball by offsetting the flippers to the extreme right as soon as the ball is released.

Jon Freeman  
Sharon, Pa.

**EDITOR'S NOTE:** If you want to send us your expert tip or strategy, please address your letter to:

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